



PRESENTS

WAR IN THE SPINDRAL WASTES



THE SPINDRAL WASTES

TONE

The Eye of Horus Crew would like to invite you to WAR IN THE SPINDRAL WASTES!

Games will be on (what we hope you'll think are) excellent terrain tables with (your) beautiful armies. If you've listened to our podcast you'll know what we're into; good quality hobby and fun.

This event will be the next evolution of our Geigenhive/Oblivion events, building up the narrative for our planned event series in 2019.

This event introduces the Spindral Wastes and has the players following several prophecies, Traitor Relic Hunters following the path of the famed Explorator Haarkon Xyr, Imperials chasing the Emperor's Children outcast Cello and his Fleet of Excess as they leave Geigenhive in possession of millions of humans and captured Astarte.

It probably doesn't need to be reiterated but this is a 'Hobby Event' and not a tournament, games will be highly narrative, with many levels of additional sub quests, character advancements and NPCs.

Awards will be exclusively for painting/modelling and sportsmanship, after the Heroic Deeds phase and awards presentation, we'll be drinking across the road at the Alderley Arms Hotel.

This event is **FULLY PAINTED ONLY**. Unpainted/unfinished miniatures will not be allowed on the tables. There's zero wiggle room on this.





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EVENT LOCATION AND DETAILS

Face of Oblivion will be held at the **Magic Vault** on **15 September 2018** from **11am until 9pm** at which point a lot of us are going to head across the road to the Alderley Arms Hotel for some drinks!

<https://www.facebook.com/themagicvault/>

This venue is quickly becoming a favourite for gamers, supporting a variety of franchises and plenty of space for gaming.

The location details are as follows:

9 South Pine Road
Alderley QLD



PRICE: \$25 per person, this includes the \$20 per person fee at Magic Vault, some basic awards. Please pay via Paypal to eyeofhoruspodcast@gmail.com you're only on the list once you pay! Limit of 24 players.



THE SPINDRAL WASTES

NARRATIVE

This campaign occurs in the Spindral Wastes during the Shadow Wars era of the Horus Heresy. Factions are rushing to acquire any edge they can in the apocalyptic battles to come. Shattered forces from the titanic wars in the Inferno, Agif and Sycasa Sectors, Survivors of the Battle of Makara, Archeotech Hunters from Oblivion and the Imperial forces investigating the events on Fallen Geigenhive now follow leads into the Spindral Wastes, following Djinn Prophecies of the Morellon Fane-Prophets and the Predictions of the now extinct Oblivion Soulbinders.





THE SPINDRAL WASTES

The Spindral Wastes

The Spindral Wastes is a sparsely inhabited stellar nursery, once the site of extensive human settlement, it now lies in ruins, collateral damage caused by a collapsing hub of the endangered Eldar Civilisation to the north west of the Wastes.

During the early part of the Great Crusade Mechanicum Explorators under Haarkon Xyr heavily plundered the Wastes, leaving behind caches of the most destructive relics and weaponry before making a long plunge to cross the deep void between spiral-arms exploring a byzantine network of stable wormholes never to be seen again.

Telemar Primaris is a dusty world, all living things desiccated by the warp winds blowing out of the collapsing centres of Eldar civilisation. Abandoned hives and slowly decaying industrial works litter the world, and although nothing now lives and the biome slain, secrets remain.

Scarnbarg once a planet covered in continent spanning habitations, Scarnbarg's oceans were evaporated when surging warp pulsed outwards like a tidal wave. The weight of the oceans removed, huge tectonic upheaval followed, breaking the continents and blackening the sky.

Occelor is a far flung world orbiting a now weak star. Once the site of a pre-human civilisation it now lies frozen and mysterious. It's known that the Explorators fought a huge battle here in the earliest days of the Great Crusade.

Cairngard Secundus is a system of deathworlds, home to some of the most voracious plants and species in the galaxy. Venus Mantraps and Shardwracks now dominate the biosphere of all the worlds. This system would not be remarkable at all if it were not for the fact the Explorer Fleet of Haarkon Xyr built a hidden base somewhere on the second planet before leaving the Spindral Wastes and Imperial Records.

Glebes World is an iron-rich world, named after one of the earliest human colonists. Now no humans remain, the rusty wastes are roamed by mutants, and dotted with rotting Crusade era outposts. Clearly this world was important to the Explorators but why is not known.

Langdrassil is the steamy home to the Langdrasect Fane, a planet wide network of subterranean fortresses constituting an ersatz Forgeworld. The entire surface of the world is a steamy, soupy atmosphere covered in exotic fungus and pseudo-corals. Under the surface millions of Magos control billions of slave-forms.

Morrphelios was known to Crusade forces as one of the most valuable deathworlds in the galaxy. The lifeforms here produce an almost infinite source of exotic substances. Before the news of Horus' perfidy had even reached this part of the galaxy, an insurgency exploded on Morrphelios and the trackless jungles and hidden labs have been viciously fought over.

Lokutar is a cursed world, all imperial attempts at colonising or even building on this world eradicated almost immediately by the xenos Eldar. Although an endangered and dying race, the Eldar seem to spare no effort in cleansing this world of invaders, falling upon them from hidden gates on the world. All that remains is shattered fortifications and mouldering human bones.



THE SPINDRAL WASTES

CAMPAIGN OVERVIEW

HOW THE CAMPAIGN WILL WORK

We endeavour to provide the best terrain and campaign framework we can, so you guys can come and throw down with your armies. The event opens at 11am and closes at 9pm, starting with an opening team game and then 3 further 1 v 1 Centurion games or 2v2 Zone Mortalis games. There are myriad ways to score, and these scores are kept on a white board for all to see. The content of your games, who you play etc, is up to you. You'll score for your team whether Traitors or Loyalists. The Campaign will conclude with a Heroic Deeds end phase where players will gather to recount their Warlord's deeds!

ARMIES

This event is focussing on the 'Shadow Wars' era of the Heresy, pretty much any army you can build from the current rules, within the current point limits is allowed. One omission is Legio Cybernetica who are possible in Zone Mortalis but not in Centurion, and the other is Talons of the Emperor, Custodes being not only thematically unsuitable for this Shadow Wars tale, but also too powerful for the meta.

SCORING

Missions will be rolled for as normal from the Mission Pack and Zone Mortalis missions, and bulk points from your game will be tallied for your team on the score board. You can also gain points from Points of Interest, NPC Sub Quests, Game Mastered Games, and a new system called Heroic Deeds which can be achieved by your Warlord.

TABLES

This is not a map based campaign however we will keep track of which side 'controls' each table. Although your force might not be setting up a base or fortifications or trying to hold a territory, this represents that a force is operating in that area, searching for STC, information, or archeotech.

At the start of the conflict, all of the event tables will be 'Neutral'. Depending on the winner or loser of each game, these tables will then be designated as 'Loyalist' or 'Traitor' (or stay neutral in case of a draw or an EOH Faction). This then determines the attacker and defender for that table for the next game and will change back or forth depending on how your game went. (Use the normal mission roll off to determine attacker/defender on all neutral tables.)

POINTS OF INTEREST/NPCs

To add extra depth to the campaign and represent your Warlord and forces exploring and searching for archeotech and major artifacts, there is a points of interest system. These are tokens that are placed during game setup and may be rich rewards, ambushes by savage beasts, information worth campaign or victory points or leads to the most powerful artifacts.



THE SPINDRAL WASTES

BUILDING AN ARMY

This will be a Shadow Wars and Zone Mortalis Campaign (see more below), using the Centurion rules as attached in the appendix. There will be an opening Narrative Group game followed by 3 set rounds in which you can play either Centurion 1v1 and 2v2 or ZM 2v2 games, some games of each type may occur on special tables with a Game Master present to streamline SPECIAL EVENTS.

LISTS

Armies may be chosen from; Legion Astartes, Solar Auxilia, Mechanicum, Militia and Warp Cults, Blackshields, Shattered Legions, Army of Dark Compliance.

[In addition if anyone has a 1500 point Centurion Compliant Skitarii, Cult Mechanicum, or Harlequin army, get in contact with Tim immediately!]

WARLORD

As this is a narrative event, no special characters or primarchs will be allowed. It is important to note that **your Warlord represents YOU and must be present and the army's warlord in ALL games.***

You may also bring a single Transport from your faction list, as an extra unit which MIGHT be available in narrative play. For example an Astarte player might choose a Termite or a Storm Eagle gunship, a SA Player might take an Arvus or Taurox.

*Your warlord must be the same base character, you may for example have a version riding on a Bike or Jetbike, or equipped with a Jump Pack for Centurion games, and then a version on foot for Zone Mortalis games.

ZONE MORTALIS

These games will be on a variety of 4x4 and 6x4 ZM tables representing locations in the Spindral Wastes which are listed resting places of powerful relics and archeotech.

PLEASE BRING BOTH A 1000 and 1250 POINT ZONE MORTALIS FORCE

Please use the Zone Mortalis Meeting Engagement force organisation.

CENTURION

These games will be on 6x4 tables with more terrain than normal, and unit restrictions on the next page, representing different planets and other places in the Spindral Wastes where relic and archeotech are located. These games will be using a custom set of missions drawn from Shadow Wars, City Fight, Strategic Raid and Age of Darkness missions. There will be photocopies of the missions for use at the event.

PLEASE BRING BOTH A 1500 and 2000 POINT CENTURION LIST

Please use the Age of Darkness force organisation.

OTHER UNITS [FOR BOTH ZM AND CENTURION]

Imperial Agents can be used, taking up a HQ slot and are unrestricted (other than faction restrictions). 0-1 Imperial Assassins or Sisters of Silence Centurians may be used, counting as an Imperial Agent.



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AWARDS

All of the awards in the Spindral Wastes Campaign will be peer-voted by secret ballot!

Sportsmanship

Coollest Dude – Loyalists

Players will vote based on sportsmanship, enthusiasm, attitude

Coollest Dude – Traitors

Players will vote based on sportsmanship, enthusiasm, attitude

Hobby

Best Presented – Loyalist

Players will vote for best over-all force, in terms of theme, painting, modelling, composition.

Best Presented – Traitor

Players will vote for best over-all force, in terms of theme, painting, modelling, composition.

Best Warlord

Best Presented Warlord model judged on model and up to 1 A4 sheet of background information.